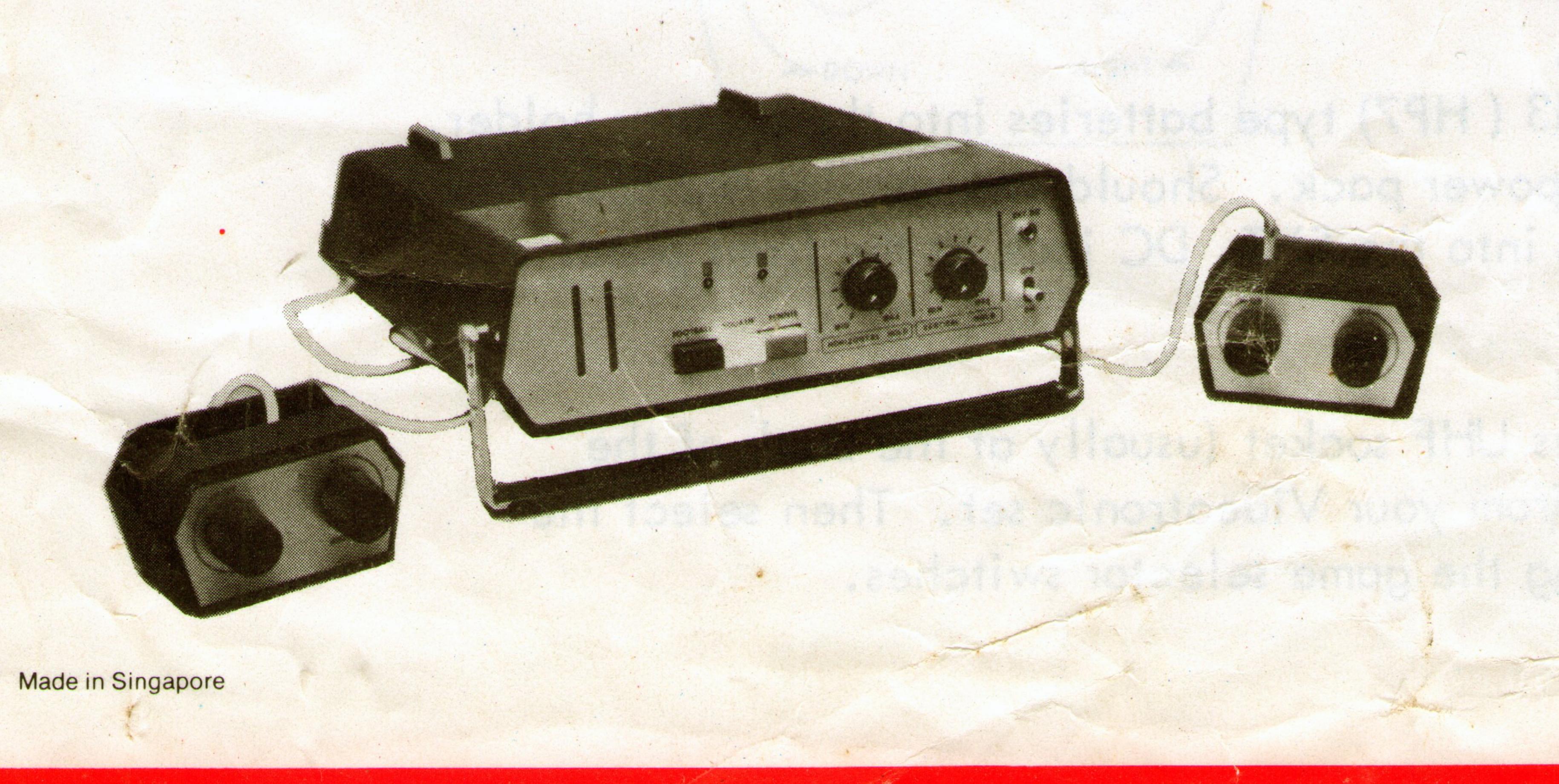


CHALLENGING GAMES
FOR YOUR FAMILY,
PLAY TENNIS, SQUASH
AND FOOTBALL ON
YOUR TV SET AT HOME





- SCORING ON THE TV SCREEN
- BALL SOUND EFFECT
- INDICATING LIGHT FOR WINNING SIDE
- REALISTIC BALL CONTROL
- HORIZONTAL & VERTICAL MANOEUVRE OF PLAYERS
- PLAYERS IDENTIFIED BY STRIPES
- 9 VOLT BATTERY OR 12 VOLT MAINS ADAPTOR
- CABINET IS FUNCTIONAL & AESTHETIC

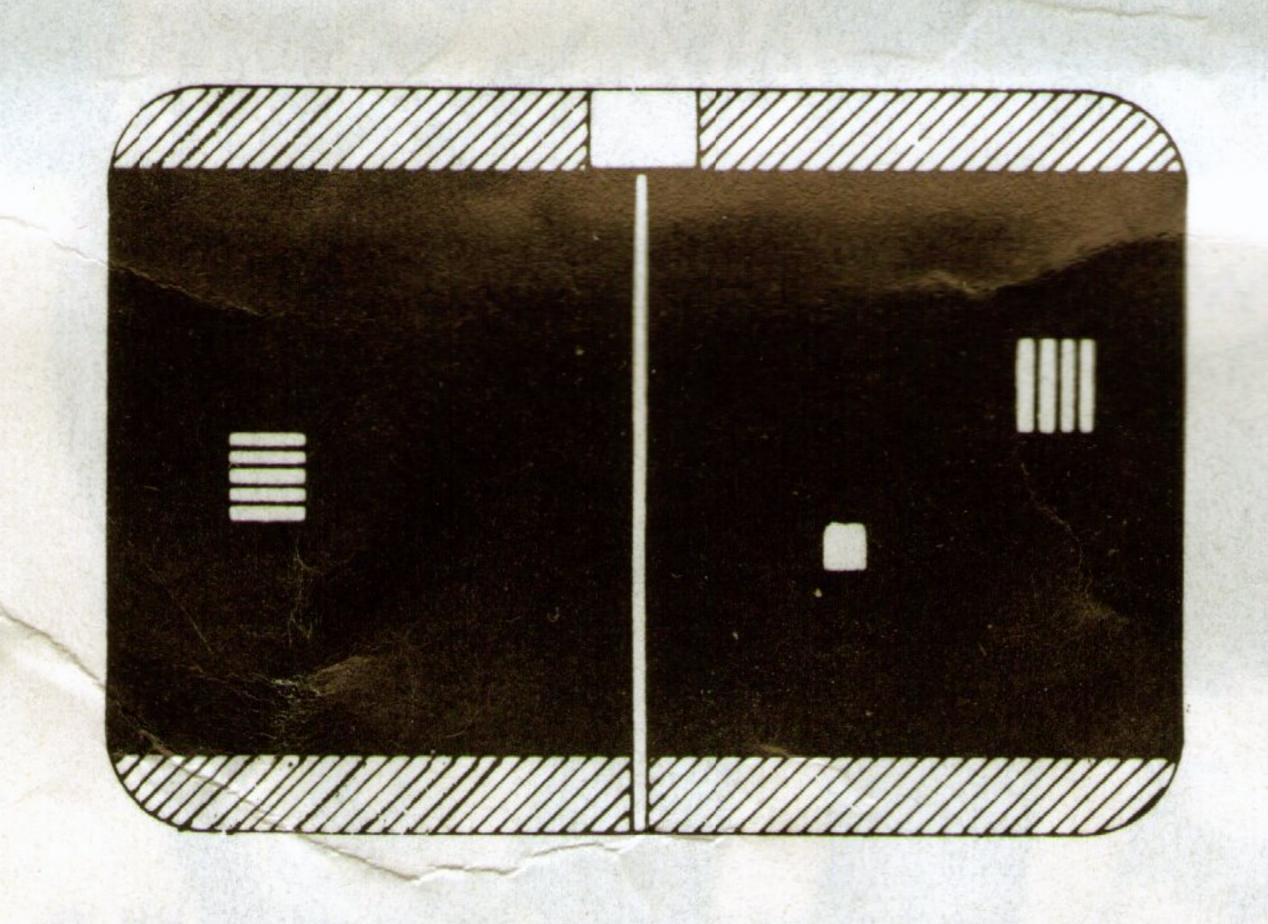
A REAL BREAKTHROUGH IN ELECTRONIC TECHNOLOGY:

The Videotronic home TV game set is an exceptional achievement in Electronic IC technology. Using the latest applications in CMOS logic, the set is designed to provide hours of non-stop entertainment for your whole family. Just plug it into the TV set and you can have a choice of Tennis, Football or Squash.

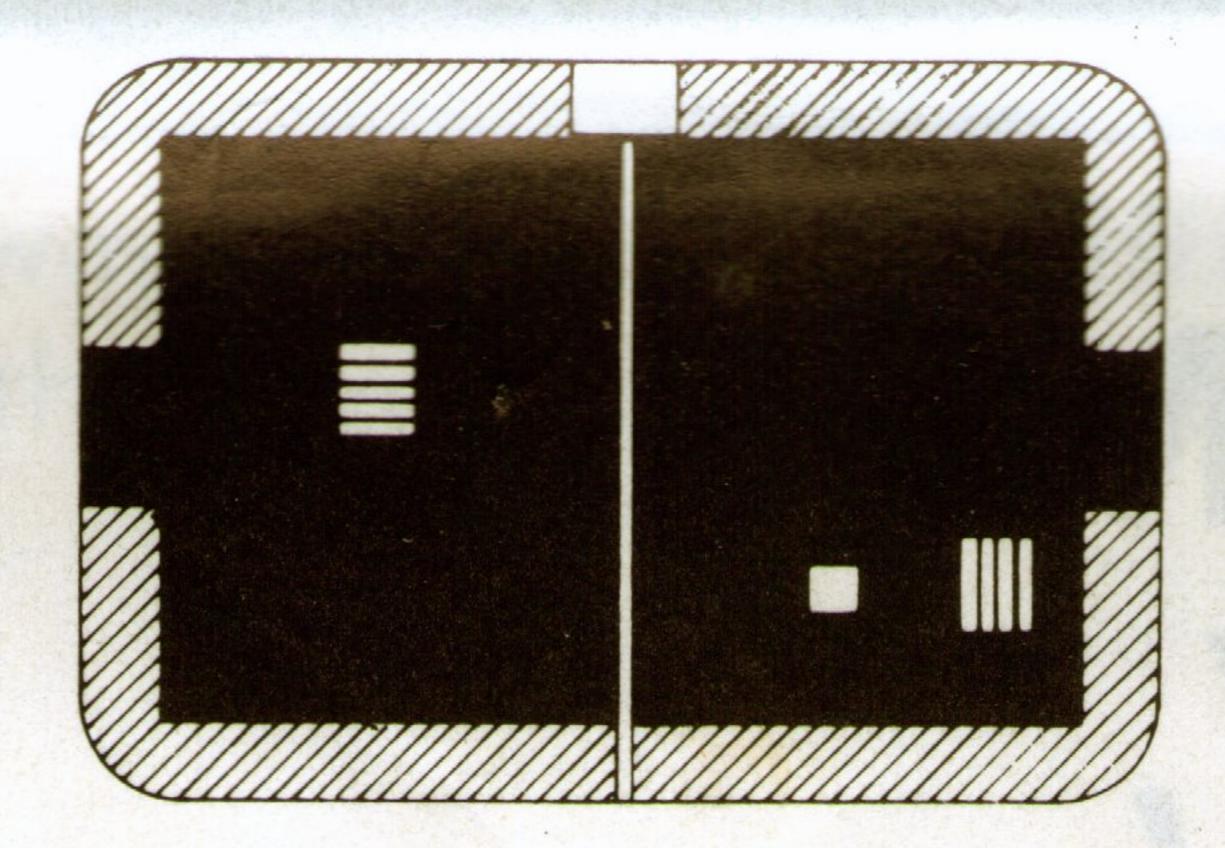
HOW DOES IT WORK?

Plug the lead of the Videotronic set into the Aerial Socket on your TV set. Through this, a television signal projects the game of your choice onto the TV screen in place of the normal programme. In Football, the ball can be dribbled and one "player" can tackle the other. In Tennis and Squash, many of the features of both games are simulated realistically. To make the games more exciting, special sound effects are provided to give a "hit" sound and a simple scoring system on the TV screen keeps track of the games' progress.

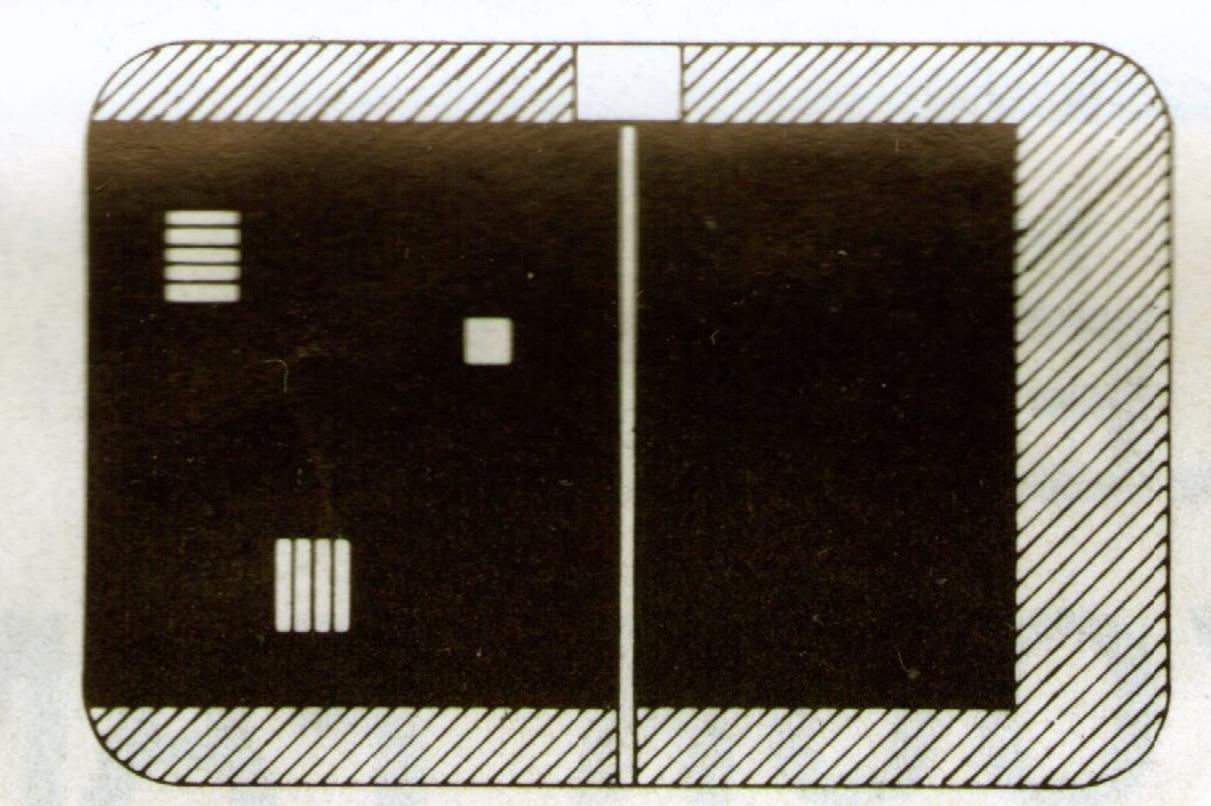
PLEASE NOTE: Your Videotronic set CANNOT HARM YOUR TV SET whether it is Colour or Black-and-White.



TENNIS COURT



FOOTBALL FIELD

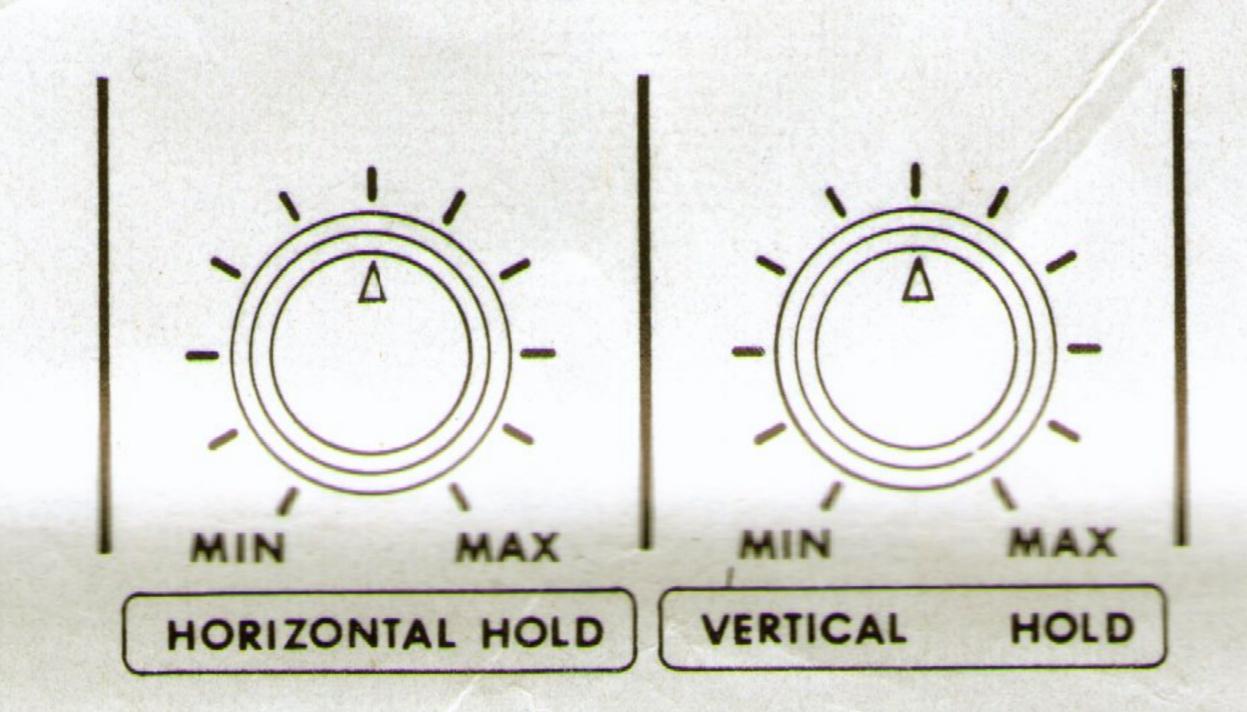


SQUASH COURT

SETTING IT UP:

- 1. Switch off the TV set.
- 2. Install 6 cells of 1.5 volt UM3 (HP7) type batteries into the battery holder, or snap on a 9 volt PP7 type power pack. Should you require AC operation, plug a 12 volt AC/DC adaptor into the EXT. DC jack at the front panel of the set.
- 3. Remove the Aerial plug from its UHF socket (usually at the back of the TV set), and plug in the lead from your Videotronic set. Then select the game of your choice by pressing the game selector switches.

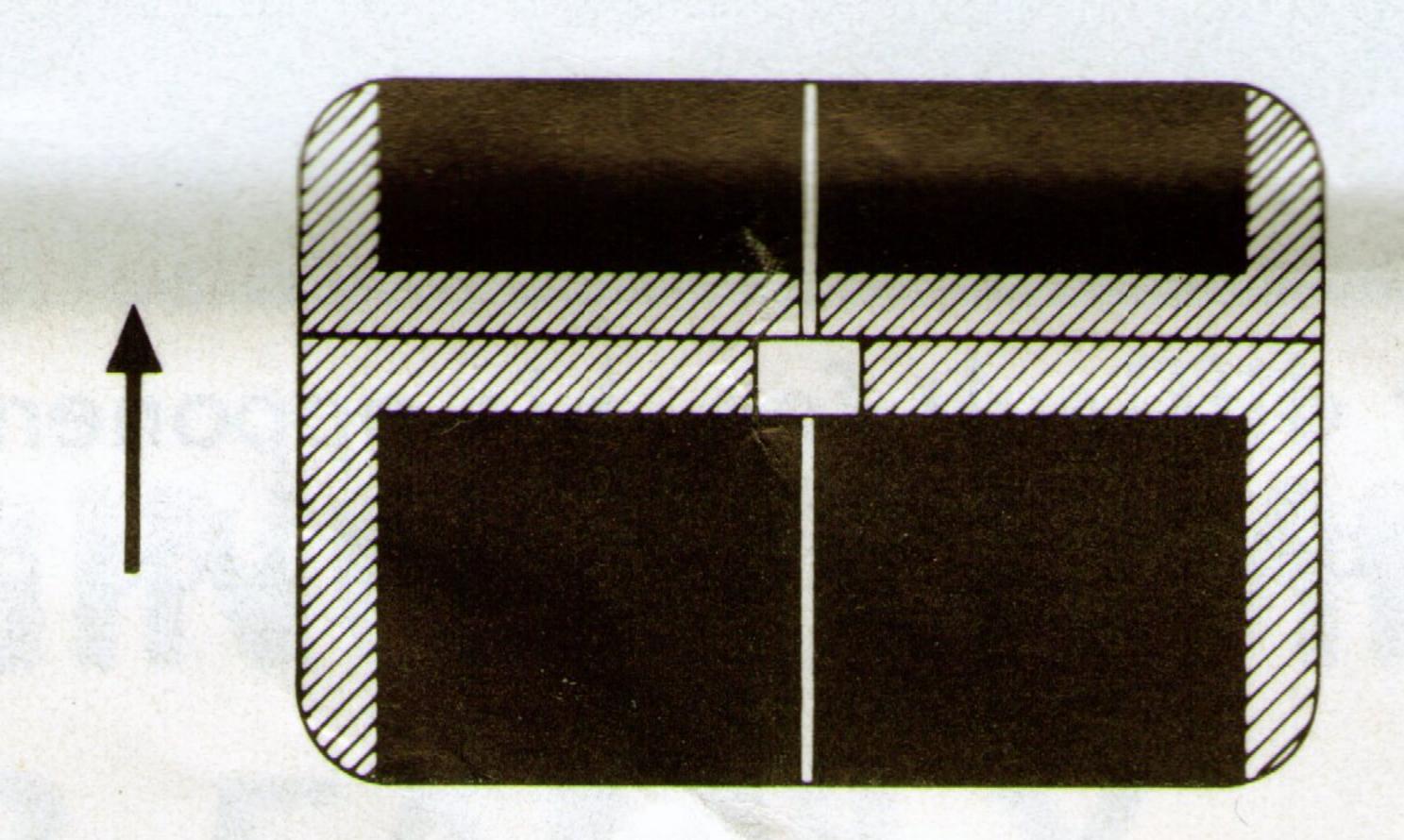
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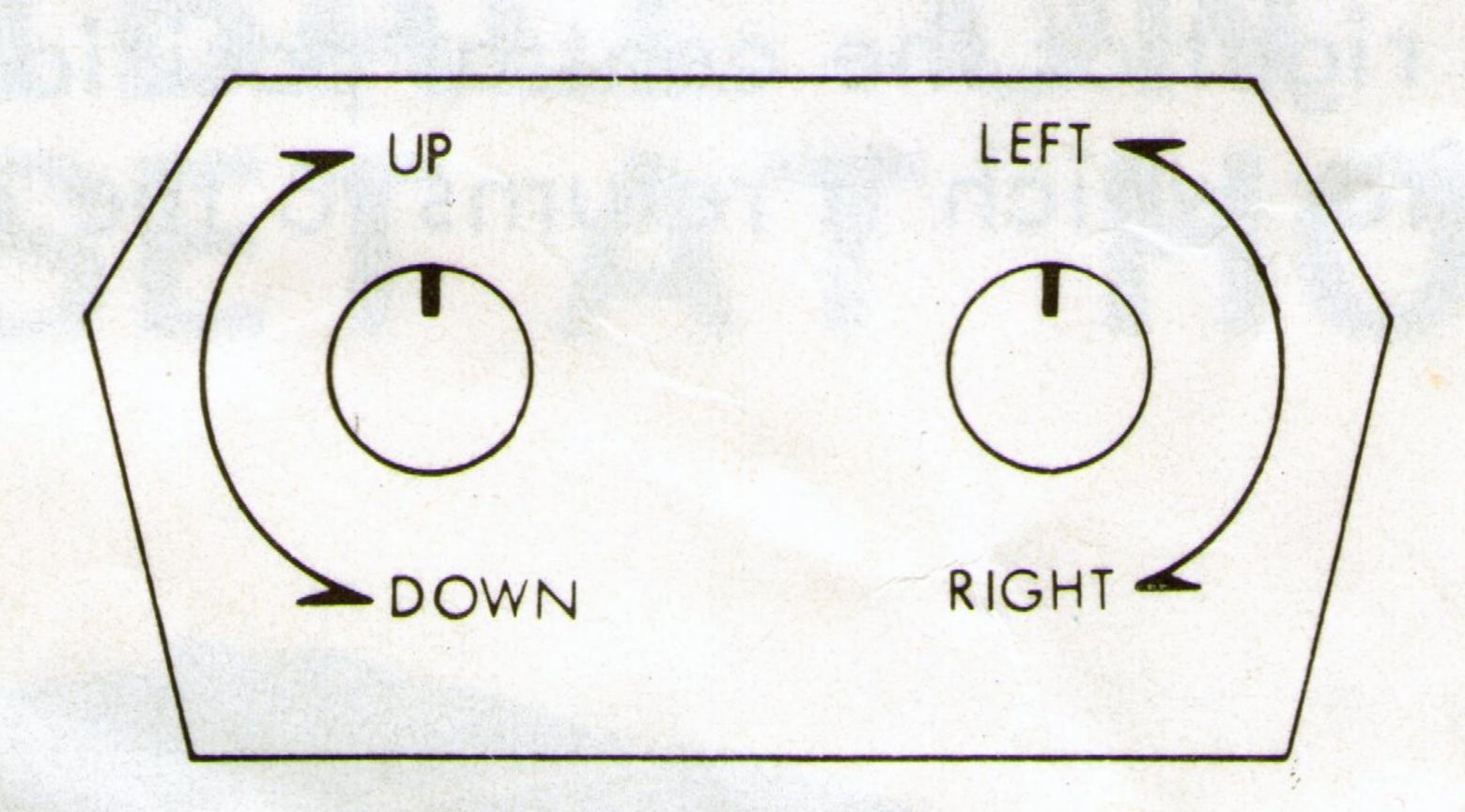
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6.



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Switch on both the TV set and the Videotronic set. Turn the Horizontal Hold and Vertical Hold Knobs on the Videotronic set to the centre position, so that the indicating arrows point vertically upwards. The set is now approximately in tune.

If your Videotronic set is for UHF, select UHF Channel 36. For VHF model, select Channel 6. Adjust tuning until you see diagonal patterns of dots across screen. Then slowly fine tune the Videotronic Horizontal Hold Knob until the selected game appears on the screen. If dots disappear, switch off set for a few seconds and then on again.

If the picture is rolling, fine tune the Videotronic Vertical Hold Knob to get a steady picture. Some slight adjustment of the contrast and brilliance controls of the TV set may be necessary for best picture results. Finally adjust Horizontal Hold to get best central picture.

Each player takes a control box each with two knobs. The left knob moves the "player" up and down. The right one moves the "player" from left to right.

When both are manipulated simultaneously, the "player" can be moved across the TV screen. If the "player" has not appeared on the screen, move the knobs so that the markings on the knobs are in an upright position, as shown in diagram.

GAMES:

1. TENNIS:

Almost all the features of the game are simulated by the Videotronic. The scoring system is designed so that the last "player" that touches the ball before it goes out of play ALWAYS wins a point unlike in actual tennis. The object of the game is to hit the ball where your opponent cannot touch it.

2. FOOTBALL:

Only two "players" take part. However the ball is designed to bounce off the boundaries of the Football field to give you a feeling that two actual teams are playing. The ball can be dribbled in any direction by one player and if the other tackles at the right speed, he can take it away from his opponent. To score, the ball must go clean through the opponents goal mouth.

3. SQUASH:

The object of the game is for each player to hit the ball against the front, top and bottom walls in a way that makes it difficult for his opponent to get to the ball in his turn. Both players should be on the left hand side of the centre line.

SCORE MARKER:

The white square at the top of the screen is the score marker. When a point is won, the square moves one step to the left or right of the central position. It can move a maximum of four steps to either side after which it returns to the central position indicating the game is over.

POINT WINNER INDICATOR:

When one side has scored a point, the red indicator lights up to show the winning side. The indicator will remain on until the ball is in play again.

